

1st Battalion

Chieftain	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	6	3+	-	5+	2	8	16	2	[175]
Special Rules: Aura(Wild Charge – Herd Trait only),Crushing Strength(2),Individual, Inspiring, Pathfinder, Thunderous Charge(1)									

Druid [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[115]
Heal (4)									[20]
Surge (4)									[15]
Special Rules: Individual, Inspiring, Rallying(Elemental Trait only),Yielding Traits: Spellcaster									
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[115]
Heal (4)									[20]
Surge (4)									[15]
Special Rules: Individual, Inspiring, Rallying(Elemental Trait only),Yielding Traits: Spellcaster									

Tribal Songweaver [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[120]
Shroud of the Saint									[25]
Heal (3)									
Special Rules: Individual, Pathfinder, Rallying(Herd Trait only),Very Inspiring, Yielding									

Tribal Warriors	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	25	24	2	[175]
Special Rules: Pathfinder, Thunderous Charge(1) Traits: Herd									
Core Inf Horde	6	4+	-	4+	4	25	24	2	[175]
Special Rules: Pathfinder, Thunderous Charge(1) Traits: Herd									

Critters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: Fly, Height(1),Pathfinder, Vicious(Combat) Traits: Verdant									

Earth Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]
Special Rules: Brutal(1),Crushing Strength(2),Fearless, Shambling Traits: Elemental									
Core Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]
Special Rules: Brutal(1),Crushing Strength(2),Fearless, Shambling Traits: Elemental									

Air Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	10	3+	-	4+	2	24	17	3	[225]
Hammer of Measured Force									[20]
Special Rules: Fly, Fearless, Leaper, Shambling Traits: Elemental									
Specialist Lrg Inf Regiment	10	3+	-	4+	2	24	17	3	[245]
Brew of Strength									[40]
Special Rules: Fly, Fearless, Leaper, Shambling, Crushing Strength(1) Traits: Elemental									

Fire Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
Guardian Brutes - Requires Chieftain									[0]
Special Rules: Crushing Strength(2), Vicious(Combat), Brutal(1), Thunderous Charge(1) Traits: Herd									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	16	17	3	[205]
Guardian Brutes - Requires Chieftain									[0]
Special Rules: Crushing Strength(2), Vicious(Combat), Brutal(1), Thunderous Charge(1) Traits: Herd									

2nd Battalion

Druid [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[110]
Scorched Earth(3)									[30]
Special Rules: Individual, Inspiring, Rallying(Elemental Trait only),Yielding Traits: Spellcaster									

Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Hammer of Measured Force	In Combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.